Foyer

You are standing in the Foyer of the Opera House. Surrounding you in all directions are intricate furnishings lit with ambient lighting. Artwork lines the walls as the light reflects softly from the marble floor beneath your feet. A faint aroma of coffee lingers in the air but it seems nobody has been here for some time. The entrance is located behind you to the north.

Black Velvet Cloak

This long, hooded cloak made from a black velvet material is entirely lined in Black satin, including the hood. It has shaped shoulders and closes in front with a long tie made from the same black velvet material as the body of the cloak. The cloak seems to possess an aura as if it is used for some other purpose...

(other names)

Furnishings

A heavy cloth woven with rich, multi-coloured designs, hang from the walls for decoration and cover much of the furniture. The level of detail is quite exquisite, albeit covered in dust and clearly showing the signs of age. This place would of been quite special in it's day.

Artwork

Works of art line the walls. Either these are the works of Da Vinci or are otherwise very impressive replica's.

Marble Floor

The Marble floor is covered in dust. Wiping the dust away shows the most incredible pattern throughout the floor.

(other names)

Cloakroom

You are standing in a dimly lit cloak room. A faint smell of mildew mixes with dust and a lingering scent of coffee. No one has been here in sometime.

Bar

If player is carrying cloak,

It’s pitch black. You can’t see a thing!

Else

The old bar has seen better days. Cobwebs line the walls and half-empty liqueur bottles sit on the shelves. There appears to be a message etched on the floor in the dust.

Planning

Choice V the Illusion of Choice. Actual V Perceived.

The Hero’s Journey Activity – Favourite Movie

An overview of the different subsets of Interactive Fiction and how they relate to games, the Maker Movement & getting kids writing.

An examination of branching narratives in old & new media and how this fits with learning design

Have participants 'play' a Text Adventure and subsequent discussion.

Engage in a mapping and planning activity

Each participant will choose a 'quest line' and produce a work of Interactive Fiction based on a scenario that I will provide which I am calling the 'Cloak of Darkness.'

Time permitting, have participants share their work/experiences/idea

123D Creature – Trading Card Creator – Card Game ie. Pokemon, Magic the Gathering

Twine

Quest – CYOA, Text Adventure

Youtube – Interactive Zombies